

Dear Skyrealms:

Allow me first to congratulate you on your wonderful game, "SkyRealms of Jorune". I've been captivated by its uniquely colored, imaginative appeal since the early days of the boxed set, and am naturally pleased that a new, handy, single-volume edition has been published. I hope to win many converts to your intricate vision with it. In the course of its production, however, some errors would seem to have cropped up in the text and avoided the scrutiny of your proofreader. I therefore have prepared a list of those mistakes which caught my attention, in the hope that it may prove useful in preparing proofs for a subsequent printing.

The format I have used in preparing this list is somewhat abstruse, but is consistent. Generally, the index for each entry signifies: "page number / column / paragraph / line", with unusual pages such as the Table of Contents listed separately. Since the text of these rules is intercut with various blocks of different kinds of text, pictures, tables, etc., and since there are no paragraph indents, I have used an unusual definition of "paragraph": for purposes of finding one's way around this document, any line of text not preceded by another line of text in the same font begins a new paragraph. Simple lists are single paragraphs. Italics, but not bold-facing or a different size, represent the same font. Tables are paragraph "T"; picture captions, paragraph "C". Multiple tables or pictures in the same column are denoted by "T1", "T2", etc. Brackets may appear inside quotes where they are not to be found in the text; if they contain a number, then the rest of the quote represents that particular occurrence of the quoted section of text within that line (e.g., "of[1]" in the line of text preceding this one is found after "occurrence"). If the brackets just contain an ellipsis, it's to refer to a large number of spaces.

Just to be absolutely clear on this paragraph thing, here's an example, page 57: Paragraph 1 begins with "hitch", 2 with "Skills", 3 with "* Familiar", 4 with "Bonthir", 5 with "Infantry:", 6 with "* Experienced". (column 2): Paragraph 1 begins with "* Familiar", 2 with "Caji", 3 with "Skills", 4 with "* 2 Moon", 5 with "Shar". The tables are "57/1/T", "57/2/T1", and "57/2/T2", and the word "Muadra" occurs in 57/2/T2/1. Another: page 72. 72/1 has 18 paragraphs, 72/2 has 16. Italics are part of the same font.

In listing the suggested corrections, I have tried to mimic exactly the segment of the text in question, followed by an exact image of what might be used in its place. If a suggested substitution looks weird, try putting it in and examining its context; frequently there will be a previous clause or following sentence that requires the substitution in order to work. I have tried, so far as I am able, to leave as much as I can alone of your fresh, pellucid prose, and therefore much of what I suggest will seem unusual of usage. Do not consider my suggestions dictatorial; feel at liberty to amend or ignore me. My references throughout have been, for grammar, "Warriner's English Grammar and Composition, Fifth Course", and for spelling, "Webster's Dictionary of the English Language, Unabridged Version, Encyclopedic Edition". I have also taken the liberty of including, as an appendix, some of my observations on various topics suggested by the rules.

Note: You may well have observed already that I have been placing commas after the second quotation mark, rather than putting them inside, as is standard practice. This is because I want to ensure that everything appearing within quotation marks is a verbatim quote, as is necessary in such a document as this. I have not inflicted any irregularity of usage upon you under the guise of a correction.

Trueblood Errata

Credits page:Delete the comma after "Okamoto", under "Contributing Illustrators."

TOC/1/5/1:Change "Meet" to "meet".

TOC/1/7/11:"55" should be "65".

TOC/2/5/3:"Crugar" should be "Cougar".

TOC/2/5/8:Insert "Scragger, " before "Slutch".

TOC/2/7/9:Change "Drenn" to "Drenn/".

Essay/1/4/17:Didn't "Mayatrish" used to be "Maytrish"?

Essay/1/8/2:As above.

6/1/2/9:Drop the quotes around "yordigs".

7/1/8/1:"When you have completed each of these steps, you will be considered Tauther" does not fit the context of the preceding few paragraphs. Perhaps something like "the necessary steps" or whatever would work better.

8/C:"Thalierian" should be "Thailierian".

10/1/3/5:"my" should be "your".

10/1/4/6:"Klein Khodre" should be "Klein-Khodre".

11/C/1-2:"Sperric[1,2]" should be "Spirric".

18/2/4/4:"are in need a" should be "need a" or "are in need of a".

18/2/C:"Whisps" should be "Wisps".

22/C:Insert a comma after "Passions".

26/1/4/5:Insert a hyphen after "rough".

26/2/2/3:Change "renown" to "renowned".

27:(if possible) Change "Silipus" to "Sillipus" and in "Tan Iricid", insert a hyphen after the "Tan".

28/1/7/2:Delete "made" and "the".

30/1/3/6:Change "War war" to "War".

30/1/10/3:Change the section "wind. Unless" to read as "wind, unless" or "wind--unless".

31/2/1/2:Delete "is".

31/2/1/3:Change "to" to "is to".

33/1/8/2:"Muadra sized" should be "muadra-sized".

33/1/8/5:Change "are. I'm" to read "are, I'm".

33/2/11/3:Put an apostrophe in front of "cause".

35/2/2/2:Change "out" to "out of".

36/2/8/1:In the previous edition, or in one of the supplements, I seem to recall that the challisks of kesht were gilded; this may of course have been revised.

36/2/12/1:Change "council" to "councillors".

38/1/8/4:Change "be" to "to be".

38/1/8/6:Change "one's" to "his", to match the context of the previous text.

39/1/4/1:Change "recanted" to "recounted", unless you mean something other than what I think you mean.

39/2/3/3:Change "Klein" to "Klein-".

41/1/7/2:Change "poses" to "possess".

43/1/3/2:""Referee," or Sholari" should perhaps be "Referee, or "Sholari,"" , since people already know what a referee is, and will be referring to him or her as a Sholari while they adventure on Jorune. Add the second comma in any case, and consider putting it outside the quotes, thus:

"Sholari", . This is considered grammatically incorrect, but logically, it is the only correct usage; the term is "Sholari" and not "Sholari,". End of commercial.

44/1/9/3:Change "to" to "on".

44/2/15/2:Change "down" to "up".

45/1/10/7:Change "Carrisy" to "Carissey".

45/1/10/8:Put hyphens after "human" and "woffen".

45/C/3:Delete the apostrophe.

46/C/2:Change "Throw Explode" to "Throw Explodes" or "a Throw Explodes", as would be consistent with usage elsewhere in the text.

47/2/1/1:Delete "are".

48/2/2/2:Change "middle age" to "middle-aged".

49/2/2/2:In "his chances of increasing his or her speed", change the first "his" to "his or her", or the "his or her" to "his", or you can be linguistically hip and stylish and change them both to "their".

49/2/4/1:Change "Character's" to "Characters".

49/2/16/5:Change "was" to "were".

50/1/2/1:This sentence is confusing; something like "There are four levels of competence with a skill" might be a bit clearer.

50/1/2/2:Delete "numerical"; never in the text do you refer to characters being "level 3 in Thikes"; where numbers show up they are ranks.

50/1/9/4-6:Erroneous; change "10" to "8" and "12" to "10".

50/1/13/1: Certain passages of the text (e.g. 57/2/2/7-8, 59/2/2/1-2) implicitly contradict this. Consider "no more than two occupations", or just "occupations". If you in fact make this change, then pluralize "occupation" in 50/1/14/1 and 50/1/15/2.

50/1/13/2-3: Starting equipment is not listed under the occupations, and you should delete the reference to Characteristics' Ranks, as the paragraph captioned "Description" covers this.

50/2/2/1-2:Change "depiction" to "description".

51/1/7/7:Where does the "-10" come from?

51/2/T:Make clear which is the active element and which the passive: Do woffen hate crugar more than crugar hate woffen, or vice-versa? The numbers are different, but how they are to be used is not clear. You might also consider expanding the interaction modifier chart to cross-refer all of the intelligent races, cf. my comment to 130/1/T/7.

51/2/3/1-2:Since characteristics can be <1 or >20, these lines should be modified (50/2/13/1-2, 50/2/15/5-6).

52/1/2/1-2:as above.

52/1/4/1:Insert some spaces before the "+" to align the columns.

52/1/6/2:Shouldn't the skill ranks be used instead? Also, change "D20" to "a D20".

52/1/7/2:"crowed" should be "crowd".

52/1/9/6-7:"Each success lists a high bonus" should perhaps be "Each success adds to the chance of hitting, according to the tables below".

52/2/T3/3:Left-justify this entry.

53/1/1/2:Delete "at".

53/1/2/1:Delete all but the first word in this line; it's confusingly phrased (What is "this bonus"?) and superfluous anyway.

53/1/6/2:Change "set out" to "set".

53/1/7/2:Put a space after the semicolon.

53/2/2/4:Delete "use", or else delete "with" in 53/2/2/3.
53/2/8/7:Change "subtract your Agility Bonus from" to "add your Agility Bonus to".
53/2/3/5:Add "with these points".
54/1/1/1:Change "on Isho" to "on Isho," or "Isho," or "(Isho)" or whatever.
55/1/6/11:Change "Fasttalk" to "Fast Talk".
55/2/3/6:as above.
56/1/3/1:Change "Sis-naun" to "Sis-nuan"
56/1/3/6:Change "W/O" to "w/o".
56/1/3/14:Capitalize "silently".
56/2/2/9:Change "Sword" to "One-handed Weapon".
56/2/2/12:Capitalize "self".
56/2/2/14:Capitalize "aid".
57/1/3/21: as 56/2/2/9.
57/1/7/3:You might mention that it is necessary to be a muadra to enter this sub-occupation.
58/1/2/1:Change "Skill" to "Skills".
58/2/3/2:Change "Fasttalk" to "Fast Talk".
58/2/3/7:Change "Choose 1 get another on 5-6" to "Choose 1, d6=5-6 gets another".
58/2/3/8:Bribe and Bureaucracy are separate skills; either put both on separate lines, or delete one.
58/2/6/1:Change "Skill" to "Skills".
58/2/7/6:Change this to "Choose 1, d6=6 gets another."
61/1/2/1: as 58/1/2/1. Also, delete the period.
61/1/4/2:Change "Chassis" to "chausis"; change "Salu to "salu".
62/1/2/4:Change "Lang" to "Language".
62/1/2/8:Change "followingCrugar" to "following: Crugar".
62/1/2/12:as 55/1/6/11.
62/1/4/6:Change "Yiordeh" to "yiordeh".
62/1/8/2:as 55/1/6/11.
62/2/5/14:as 55/1/6/11.
63/1/T1/1:Change "Rovner[...]Unfeld" to "Rovner Unfeld[...]Human".
63/1/2/7:Change "Classic" to "Classical".
63/1/4/1:Put a comma after "Experienced".
63/2/3/1:By 63/2/3/3 and 73/2/5/1, Outdoor Iscin will get these at Rank 20 automatically.
64/1/4/1: as 58/1/2/1. Also, put a colon after "Gained".
64/1/2/1,5:Change "Es Wother" to "Es'Wother".
65/2/18/2:Put a comma after "levels".
65/2/19/2:Change "of some of some" to "of some".
66/1/17/5:Change "Power on" to "Power-on".
66/2/4/1:Change "knows" to "knows of".
66/2/6/2:What does the first half of this line mean?
70/2/10/1:Change "crystal" to "crystals".
71/1/12/2:Change "basics" to "basic".
71/1/20/1:Change "orators" to "orator".
71/1/27/2:Change "well told" to "well-told".
71/2/12/4:Change "hard wood" to "hardwood".
71/2/17/2:Change "gives" to "give".

71/2/17/3:Change "the" to "these".
72/1/2/1-4:This is the same as the previous paragraph.
72/2/12/6:Change "pursuit" to "pursuits".
72/2/13/1:Put a hyphen after "well".
72/2/13/9:as 72/2/13/1.
73/1/1/1:Change "Rank" to "Ranks".
73/1/3/1:as 72/2/13/1.
73/1/7/1:as 72/2/13/1.

73/1/12/1:Change "understand" to "understanding".
73/2/6/1:This contradicts 73/2/5/1: are the skills gained at rank 18 or 20?
73/2/10/1:Change "Level in this skill is" to "Levels in this skill are".
73/2/10/5:Precede "on" with a hyphen.
73/2/10/7:Change "device's" to "devices".
73/2/12/4:Change "very" to "every".
73/2/15/1:Change "is" to "is a".
74/1/12/2:Change "Isho rich" to "Isho-rich".
74/1/19/2-3:These lines mimic 74/1/17/1-2, the "Familiar" entry. Replace them with something you need to be seasoned at physics for.
74/2/1/1:Change "Physics" to "Astronomy".
75/1/18/3:Change "Experience" to "Experienced".
75/2/1/3: 50/1/T/5 gives Melee Unfamiliar Rank as 5.
76/1/1/2:Re-justify this paragraph; change "Strenght" to "Strength". Also make the capitalization consistent.
77/1/2/8:Change "ok" to "OK".
77/1/2/14:Change "very" to "useful" or "very useful".
77/1/4/6-8:This partially contradicts 53/2/13.
77/2/3/14:Change "Hows" to "How's" or "What's".
77/2/3/43-44:There is no entry given for numbers 90-94.
78/1/2-3:Close the gap between these lines.
78/1/5/1:Put a hyphen after "fair".
78/1/12/1:Change "feeling" to "Feeling:".
78/1/13/14:Change "Easy" to "Easily".
79/1/10/12:Don't woffen have trouble having children? (152/2/8/2-3)
80/1/4/3:Insert a comma after "or".
80/1/4/4:Change "has" to "have".
80/1/4/5:Change "retains its" to "retain their".
80/1/4/8:Change "Jorune. The" to "Jorune, the".
80/1/8/6:Change "70 and 80" to "7 and 8", or, in 80/1/8/5, change "less" to "more".
80/2/1/11:Change "Thailirian" to "Thailierian".
81/1/3/2:Insert a hyphen after "sure".
81/2/4/5:Change "provide" to "provides".
81/2/10/2>Delete the word "it".
82/1/3/1:Change "kilomters" to "kilometers".
82/1/4/1>Delete the comma after "native".
82/1/5/7:Put a hyphen after "10".

84/1/7/1:Change "Thailiarian" to "Thailierian".

85/1/9/3:Delete "<it>".

85/1/9/3-4:This sentence is difficult to understand. Consider dropping at least the last half, especially the "<ito>".

85/1/11/4:Change "discesion" to "discretion".

88/1/5/2:Change "Isho" to "of Isho"; delete the comma in this line; hyphenate "360 degree".

88/1/5/5:Change "that to ripples in the Isho, called Signatures" to "that to the ripples in the Isho called "signatures"." or "to Signatures".

88/1/8/2:Delete "and".

88/1/8/6:Change "bolts are" to "bolts, and are" or "bolts, but are".

88/1/T/2:Change "lifed" to "located" or "found" or "commonly encountered" or whatever.

88/2/2/1:Change "seven the" to "the seven".

88/2/2:How about, "Each of the seven types of Isho is named for that moon of Jorune corresponding most closely to it in color. Here is a table listing each type of Isho, its color, its moon's color, and its properties:"?

88/T1-2:It may be feasible for you to combine these tables and the one on p. 89, which would simplify reference and save space, as some information is repeated on each.

89/2/9/6:Capitalize "eyes".

89/2/11/1:Change "dyshas" to "dysha".

89/2/11/2-3:Change "Dysha" to "dysha".

92/1/4/7:Change "diayards" to "diameters".

94/1/4/1:Change "color" to "colors".

96/2/11/4:If Bubble is to form a sphere or hemisphere, then "diameter" should be "radius". Also, change "9 foot" to "9-foot-".

97/1/6/4:Change "cage's" to "Cage's".

97/2/18/7:Change "of[1]" to "a".

98/1/4/6:Change "Ebba rich" to "Ebba-rich".

98/1/7/4:Insert a colon after "attention".

98/1/9/2:What is this last sentence saying? You might either change "orbs" to "orbs and" or delete "for orbs bolts".

100/1/7/1:Insert a hyphen after "Dysha".

100/1/7/4:Change "Cajis" to "Caji", if you wish.

100/2/2/2:Change "Rank" to "Ranks".

100/2/14/3:"Fluxuations" is normally "Fluctuations", although yours is indeed a cooler spelling.

106/1/5/1:Change "convenince" to "convenience".

106/1/5/2:Change the comma to a period.

106/1/8/4:Put a hyphen after "off".

106/2/6/5:Change "and" to "or".

106/2/7/1:Insert a space after the semicolon.

107/1/8/5:Change "your[2]" to "he".

107/1/8/6:Change "can not" to "cannot".

107/1/8/8:Change "accound" to "account".

107/2/T/3:Change "Defender[2]" to "Attacker".

107/2/T/12:Delete this line.

107/2/1/4:Change "following table:" to "preceding table.", or move 107/1/T under this paragraph.

107/2/2/1:Change "oportunistic" to "opportunistic".
 107/2/4/1:Change "or the head" to "the body, or the head".
 108/1/T1/11:Change "Lung" to "Lunge".
 108/1/T1/18:as 108/1/T1/11.
 108/1/T2/3:Change "Injur" to "Injury".
 109/1/4/1:Change "Injuryand" to "Injury and"; change "EffectsTable" to "Effects Table".
 109/1/13/3:Change "attackers" to "attacker's".
 109/2/15/3:Change "Taking" to "Take".
 109/2/16/2:Change "progress" to "progress".
 110/1/4/1:Change "Temantro" to "Temauntro".
 110/1/13/7:Change "12" to "10" and "11" to "9".
 110/2/15/2:This partially contradicts 111/1/T/2; include a parenthetical note to this effect.
 110/2/16/1:Change "numbers" to "number".
 111/1/16/1:Change "bolt" to "bolts".
 110/2/16/3:Change "114" to "115".
 110/2/17/2:as above.
 111/1/11/1:Insert a space after "Injury".
 112/1/5/6-7:That's a whole lot of commas. Consider rewriting this sentence.
 112/1/7/8:as 110/1/4/1.
 112/2/12/5:Change "Codal" to "Caudal".
 112/2/18/2:Change "will" to "will be".
 113/2/T/5:Change "then" to "than".
 114/1/T/2:Change "L-strick" to "L-strike".
 114/2/T/General:Is the morning-star really this feeble on Jorune (cp. Thikes, club)? One of the words "Minor" in the club column is superfluous; delete it. Is a knife really as injurious as a sword or spear? The Thombo Kick table should perhaps go higher, as many extremely nasty attacks, like bochigon stomps, use "Thombo Kick + x" and should be able to do more than a major.
 117/1/4/3:Change "privelage" to "privilege".
 118/1/4/4:Change the semicolon after "space" to a comma.
 118/1/5/7:Insert a period after the second "do".
 118/1/9/3:Change "rules" to "the rules".
 118/2/6/2:Change "enjoymentor" to "enjoyment or".
 119/1/1/2>Delete the "}"; insert a period after "roll".
 119/1/2/3:Change "NPC" to "NPC's".
 119/1/6/6:Change "look out" to "look-out".
 119/1/7/6:Change "its" to "it's".
 119/2/3/5:Change "Time" to "time".
 120/1/3/1:Change "time honored" to "time-honored".
 120/1/4/1:Change "world changing" to "world-changing".
 120/1/5/1:Change "out of the way" to "out-of-the-way".
 120/2/5/2>Delete "to".
 120/2/5/3:Change "players" to "players".
 122/1/11/6:Change "Display" to "Performers".
 122/2/6:Why no legit condrij?
 122/2/10/5-6:Re-justify these lines.

123/1/2/15:Change "Translator" to "Entris(Translator)".

123/2/2/6:Change "event's" to "events".

123/2/3/#33:Change "Squalled" to "Squalid".

123/2/3/#79:Change "dyshas" to "dysha".

124/2/3/18:Change "Want's" to "Wants".

124/2/3/26:Change "is" to "if".

125/1/3/5:Change "Wellgroomed" to "Well-groomed".

125/1/3/17:Change "Well traveled" to "Well-traveled".

125/2/1/13:Change "Querrid like" to "Querrid-like".

125/2/1/20:Change "wrong" to "wrongly".

126/1/14:You should set the subtable farther back from the margin, and indicate that it is in fact a subtable. As is, it runs into the main column in a bewildering fashion.

127/2/3,4:Delete these; they already appear in their proper place.

128/1/1,2:Re-justify, and set the subtable back from the left margin.

128/1 #948:Change "where" to "where they".

128/2/6/6:Change "squaller" to "squalor".

128/2/9/#91-100:On what assignment? Insert, under the subheading, "On a roll of 1 on a d10, they are on assignment by a political power." and replace the 91-100 entry by something else, or just renumber.

129/2/3/11-12:What's the difference?

129/2/3/13:Change "50" to "40".

129/2/3/22:Change "well dressed" to "well-dressed".

130/1/T/7:While cleash may always be hostile to non-cleash, cleash-to-cleash social relations can be useful to a Sholari who wants to set up conspiracies, plots, and complex encounters. Please include a Soc modifier, with an asterisk. Also, consider separating the Soc mods each into a Soc mod and an interaction mod, like 51/2/T, only for all of the intelligent races. After all, ramian may be feared, but they work well together, while crugar, also feared, can't get along. The single number doesn't reflect this.

131/1/T2/6:Natural armor? Carries?

131/1/4/1:Change "clicks" to "consists of clicks".

131/1/4/5:Change ". Especially" to ", especially".

131/1/6/5: 9 mph is slow for a superb ship's top speed in a good wind. The Earth record, I think, is ~25, by the Hergozin Sophie-Charlotte, a three-masted windjammer.

131/2/3/4:Delete "for the blount".

131/2/3/5:Delete "of choice".

131/2/6/7:Capitalize "lake".

131/2/8/4:Insert a comma after "are", or delete the one after "best".

132/1/6/6:Change "subtly" to "subtlety".

132/1/7/10:Change "suffers" to "suffer", or "Hishtins" to "A hishtin".

132/2/T/1:On the average, a bronth will receive an extra +1 on the injury mod from Strength, for a total of +3. You might want to change the sample character's Strength to reflect this.

132/2/9/5:Change "is" to "is a".

132/2/10/3:Change "birth" to "birth of".

133/1/1/2:Change "if" to "is".

133/1/2/1:Change "boiled down" to "boiled-down".

133/1/5/6:Change "Tologra. And" to "tologra, and" or "tologra--and".

133/2/6/7:Change "fist" to "first".
133/2/10/5:Change "prophetize" to "prophecy".
133/2/10/13:Change "generation. Battle" to "generation: battle".
133/2/10/14:Delete "an".
133/2/11/4:Change "rubah" to "ru+baht".
134/1/3/3:Change "pick up" to "pick-up".
134/2/8/2:Change "chitenous" to "chitinous".
134/2/10/6:Insert a hyphen after "knock".
134/2/10/8:Change "concessive" to "concussive".
134/2/11/1:Change "4 inch" to "4 inches" or "4"".
134/2/11/3:Change "need" to "they need to".
136/1/4/4:Change "capable" to "capable of".
136/1/8/3:Change "towns-people" to "townspeople".
136/2/4/6:Put a comma after "sturdy".
136/2/4/7:Change "present" to "presents"
136/2/5/4-5:A 6' human with a 3' sword or a polearm could strike 10.5' in combat without too much trouble, to say nothing of boccord or bronth.
136/2/8/1:Change "get-to-gether" to "get-together".
136/2/8/10:Change "soaking them in" to "soak them with".
137/1/4/5:Decapitalize "Twenty".
137/2/9/7:Change ". And" to ", and".
138/1/4/2:Change "Lightening" to "Lightning".
138/1/10/1:Change "cygra is" to "cygra".
138/2/2/3:Insert a comma after "abuse".
138/2/5/8:Change "viscousness" to "viciousness".
138/2/8/5:Change "who" to "whom".
139/1/4/3:Insert a hyphen after "high".
139/2/4/22:Change ". Except" to ", except".
139/2/7/5:Delete the comma after "called".
139/2/8/2:Delete the comma after "birth".
140/2/2/10:Change "crugar controlled" to "crugar-controlled".
141/1/6/6:Change "pre-cursors" to "precursors".
141/1/T2:This table should appear above the preceding line.
141/1/9/1:Change "xenophobia" to "xenophobic".
141/2/3/2:Do the chivs not grow from the cheek"bones", as per p. 23?
141/2/10/2:Change "ramian's" to "ramian".
143/1/5/2:Change "descended along" to "constructed along" or "descended from".
144/1/6/5:Change "cooling" to "cool".
144/2/2/2:Change "begin repelling from" to "repel".
145/2/10/1:Change "based" to "built".
146/1/4/11:Insert a comma after "is".
146/1/4/12:Change "old" to ", since old".
148/1/1/3:Change "of out" to "out of".
148/2/1/2:Insert a hyphen after "near".
148/2/2/6:Change "those" to "sees those".
150/1/2/2:Change "is" to "are", or "vestiges" to "vestige".

150/1/9/4:Change "millenia" to "millenium".
150/1/9/9:Change "suc" to "such".
150/2/1/1:Insert an apostrophe after "Burdothians"; delete "at thatwas".
150/2/2/1:Delete the comma, or insert one after "Lelligirians".
150/2/2/5:"brimmed"? Perhaps "narrow-beamed".
150/2/9/6:Change "sight" to "site".
150/2/9/9:Put a hyphen after "Dharsage".
151/1/3/7:Insert a comma after "tologra", and after "last".
151/1/6-7:Close up the space between these.
151/1/9-10: as above.
151/1/12/2:Change "every" to "ever".
151/1/15/1:Change "is not well defined" to "are not well-defined".
151/1/15/9:Change "tenants" to "tenets".
152/1/4/4:Change "enourmous" to "enormous".
152/1/6/4:Change "unpredictably" to "unpredictability".
152/1/7/3-4: Change the period after "necessities" to a comma, and de- capitalize "And".
152/1/9/10:Change "bonth" to "bronth".
152/2/1/1:You may wish to change the typeface here, to retain consistency with your previous practice.
152/2/T/6:The numbers are missing.
152/2/8/5:Change "adult" to "adulthood" or "adult life".
152/2/8/6:Delete "as".
153/C:Delete the space after "Club".
154/1/2-3:Consolidate these.
154/1/4/1:Put a hyphen after "instinct".
154/1/4/5:Put a hyphen after "strong".
155/1/3/2:Change "Sawotti" to "Sawott".
155/2/6/15:Change "catatonic" to "catatonia".
156/1/6/1:Delete the comma, or insert one after ""Thowtis"".
156/1/6/2:Change "has" to "it has".
156/2/2/6: Change "sawotti" to "sawott".
157/1/T/23:Change "79" to "78", or change "79" to "80" in 157/1/T/24.
157/1/T/28:Change "spirrice" to "spirrics".
158/1/2/2:Change "zoologicalical" to "zoological".
158/1/9/2:Change "always" to "usually", cf. 157/2/T.
158/1/17/5:Change "swallow" to "shallow".
158/2/8/5:Capitalize "thus", and put a comma after it.
159/1/1/3:Change "Beagre present" to "the beagre presents".
159/2/6/3:Put a hyphen after "sure".
161/1/T/1:Change "Corodon" to "Corondon".
161/1/T/4:Change "Thailerian" to "Thailierian".
161/1/T/15-16:Put commas after "bolt", "strike", and "orb".
161/2/2/9:Put a hyphen after "razor".
161/2/3/2:Change "impossible" to "difficult" or whatever.
162/2/2/6:Change "fragment" to "fragments".
162/2/3/2-3:You should mention how much Isho this is.

162/2/4/1:Change "shards" to "shard".
162/2/4/2:Change "experts" to "experts at".
164/1/1/2:Change "creatures" to "creature's".
164/1/4/1:Put a hyphen after "ocean".
164/1/5/4:Put a hyphen after "one".
164/2/2/4:Change "cannot heal" to "heal poorly" or whatever.
164/2/T/6,164/2/5/3:If dharmees are very agile, should they not have a higher Advantage bonus?
165/2/2/2:Change "dichandras" to "dichandra's".
165/2/4/1:Change "land based" to "land-based".
166/1/2/1:Change "a[1]" to "by a".
166/1/3/6:Change "sink holes"to "sinkholes".
167/1/3/6:Change "symbols" to "symbol", or else "is...that" to "are...those".
167/1/7/6:Change "riden" to "ridden".
167/2/3/5:Change "provide" to "provides".
167/2/3/7:Change "leached" to "leached".
167/2/3/14:Put a hyphen after each "machine".
167/2/6/1:Change "enourmous" to "enormous".
167/2/6/2:Put a hyphen after "Jorune".
167/2/6/5:Change "teritory" to "territory".
168/1/2/5:Change "delerium" to "delirium".
168/1/2/6:as above.
168/1/2/7:Change "delerious" to "delirious".
168/1/2/9:Put a hyphen after "little".
168/1/2/10:Change "aphrodesiac" to "aphrodisiac".
168/2/2/1:Capitalize "jorune"; change "sperric" to "spirric".
168/2/2/4:Change "Their" to "The".
168/2/4/4:Put a hyphen after "cat".
168/2/5/2:Change "loose" to "have lost", and "none" to "little" (They have gone from Manic to Dangerous, after all.)
168/1,2/T1,T1/14:Do not the cleash hunt the third stage, rather than the second?
168/2/7/1:Change "sperric" to "spirric".
169/1/T1/7:Change "Attack club" to "2x(club-2)".
169/1/2/1:Put a hyphen after "desert".
169/1/3/1:Change "contain" to "contains" and "uses" to "use".
169/1/3/2>Delete "as".
170/1/2/4:Change "necks, that terminate on" to "necks to".
170/1/2/9:Change "follwed" to "followed".
170/1/4/2:Change "viscious" to "vicious".
170/1/5/4:Change the semicolon to a comma.
170/2/3/4:Change "tought" to "taught".
170/2/T2/6:Put a comma after "sherrids".
171/1/2/3:Put a hyphen after "muadra".
171/1/2/7:Change "wilding" to "wildly".
171/1/3/1:Put a hyphen after "nasty".
171/1/3/4:Change "odiferous" to "odoriferous" or "odorous".

171/1/7/3:Change "nuisance. But" to "nuisance, but".
 171/2/1/2:Change "as" to "that".
 171/2/1/4:Change "Scagger" to "Scragger".
 171/2/1/5:Change "domesticatable" to "domesticable".
 171/2/4/1>Delete "in common".
 171/2/4/3:Capitalize "isho".
 171/2/4/4:Change "are" to "is".
 171/2/5/3:171/2/T1/3 lists them as "Dangerous", so that they would be aggressive more than rarely; also, change "agressive" to "aggressive".
 171/2/5/4:Change "underside" to "undersides".
 172/2/1/7:De-capitalize "In"; change "alight" to "aloft".
 172/2/1/10:Give a reference to the illustration on p. 32.
 172/2/2/4:Change "viscious" to "vicious".
 173/1/2/1:Capitalize "tarro".
 173/2/1/3:Change "journies" to "journeys".
 173/2/6/4:Change "thay" to "they".
 173/2/7/3:Change ". And" to ", and".
 173/2/7/4:Change "temperment" to "temperament".
 174/2/T/11:Should this not be variable?
 174/1/2/3:Change "dysha" to "dyshas", as is consistent with your previous usage.
 174/1/4/6:Change "mischevious" to "mischievous".
 174/1/5/7:Put a hyphen after "foot".
 174/1/7/7:Change "thombos" to "thombo's".
 174/2/3/2:Change "perhour" to "per hour".
 174/2/7/3:Change "bleads" to "bleeds".
 174/2/10/4:Change "entwinted" to "entwined".
 175/1/3/5:Change "heighths" to "heights".
 175/1/4/2:Change "3 yard diayard" to "3-yard diameter".
 175/1/4/4:Are you sure you mean "smorgaasborg"? The form adopted into English directly is "smorgasbord"; I don't know what the various Scandinavian originals are.
 175/1/5/2:Change "alight" to "aloft".
 175/1/5/6:Change "occaisionally" to "occasionally".
 175/1/9/4:Put a hyphen after "warp".
 175/2/4/2:Change "carniverous" to "carnivorous".
 175/2/5/1:Change "vicously" to "viciously".
 175/2/5/2:Change "preditory" to "predatory".
 175/2/5/3:Change "mandrare" to "mandare" and "specimins" to "specimens".
 175/2/5/4:Put a hyphen after "twenty".
 176/1/7/10:Put a hyphen after "well".
 176/2/2/1:Change "common" to "uncommon", according to previous references.
 176/2/2/3:Change "threw" to "through".
 176/2/3/1:Change "Thailiarian" to "Thailierian".
 176/2/6/3:Does this depend on how much grunder is worn? Does it apply if a dysha should strike a region of the body where grunder is not worn?
 176/2/10/6-7:Do you mean, "when an attack hits"?
 176/2/12/3:Put a hyphen after "built".

176/2/12/4:Change "flexes" to "flex".
 177/1/10/4:Put a hyphen after "low".
 179/1/5/1:Change "boxed" to "box-".
 179/1/5/10:Change "cells. One" to "cells, one".
 179/1/8/1:Put a hyphen after "All".
 179/1/13/6:Change the comma to a semicolon.
 179/1/15/1:Change "humans" to "human's".
 179/2/2/1:Put a hyphen after "wallet".
 179/2/4/1:Put a hyphen after "high".
 179/2/8/3:Put a hyphen after "quarter".
 179/2/10/2:Change "ultra violet" to "ultra-violet" or "ultraviolet".
 180/1/2/3:Change "100" to "base 100".
 180/1/4/1:Change "concessive" to "concussive".
 180/1/8/3-4:Change "such a task" to "it", or else "to seed this much land" to "for this much land", or delete "to seed this much land".
 180/1/16/5:Change "it's" to "its".
 180/2/2/2:Change "shot" to "shots".
 180/2/3/3: as above.
 180/2/3/4:That can't be right (cf. preceding paragraphs). How about "6 shots/ power cell" or whatever?
 180/2/7/2: as 180/2/2/2.
 180/2/11/2: as 180/2/2/2.
 180/2/15/2: as 180/2/2/2.
 180/2/18/2>Delete "the".
 182/1/4/1:Change "robot" to ""robot"".
 182/1/4/9:Change "site" to "sight".
 182/1/T/1:Change "Combaton" to "Combatton".
 182/2/T/15:Change "Has" to "has".
 182/2/6/7:Change "less" to "fewer".
 183/1/1/2:Change "in" to "in the".
 183/1/5/7:Change "devices" to "device's".
 183/1/8/1:Change "the" to "what will be the".
 183/1/8/3:Change "churing" to "churning".
 183/2/4/1:Put a hyphen before "shaped".
 183/2/C:Re-justify this.
 184/1/T/15:Change "rejuvinator" to "rejuvenator".
 184/1/5/2:Change "too" to "to".
 185/1/7/5:Change "feint hearted" to "faint-hearted".
 185/1/7/9:Put a comma after "changes".
 185/1/7/10:Put a comma after the first quotation mark (or before it, if you feel you must).
 185/1/9/1: Only one? This guarantees a less-than-replacement birthrate. It used to be two, which seems more likely.
 185/2/1/1:Put a hyphen after "mid".
 185/2/9/1:Change "Crystals Get" to "crystals get".
 186: This is all bollixed up, a duplicate of material on p. 187. Replace the p. 186 material with what was intended.

187/1/1/3:Put a hyphen after "two".
187/1/1/4:Put a hyphen after "boccord".
187/1/1/5:Put a hyphen after "human" and after "muadra".
187/1/8/1:Put a hyphen after "Earth".
187/1/8/2: 70/2/15/1 calls it "arrigeh", not "shree". Are these terms perhaps in different languages, or dialects, or are they regionalisms?
187/2/16/1:There is no "heat" column in the combat charts. Use "Fire Touch"?
188/1/18/4:Change "when" to "for when".
188/2/2/1-2:Are these right?
188/2/2/3:Change "Thailirian" to "Thailierian."
188/2/2/6:Change "repulser" to "repulsor".
188/2/2/13:Change "knock out" to "knock-out".
188/2/3:What about attack cells?
188/2/3/10:You might mention under Blasters (180/1/16) that the ammo comes in this form; the impression given there is of individual projectiles. Also mention how many shots a slab provides.
189/1/8/4:Change "that" to "who".
189/2/2/7:Change "relegated" to "assigned" or "dictated".
189/2/3/4-5:Change "Each of the ship-pods were designed to be reasonably complete colony sites" to "The ship-pods were designed to be reasonably complete colony sites" or "Each of the ship-pods was designed to be a reasonably complete colony site".
189/2/7/4:Change "bacterium" to "bacteria", or "these" to "this".
189/2/8/1:Put a comma after "man".
190/1/1/3:Delete the second "the".
190/1/3/1:Change "sights" to "sites".
190/1/3/4: Put a hyphen after "well".
190/1/5/5:Change "come" to "came".
190/1/5/6:Change "release" to "released".
190/1/5/10:Change the second comma to a semicolon; consider deleting "those".
190/1/5/11:Change the first comma to a semicolon, and insert a space after it.
190/1/5/12:Change "give" to "gave" (It's still true, of course, for muads, but not for muadra.)
190/2/2/11:Change "deferred" to "diverted".
190/2/3/1:Change "H-oomans" to "H-oomans".
191/1/4/3:"orbital period" corresponds to "year"; do you mean "rotational period"?
191/1/4/4:Change "moon" to "moons".
191/1/T/1:Change "Rotation" to "Orbits".
191/1/T/2:Change "Eccentricit" to "Eccentricity" and "Revolution" to "Orbital Period".
191/2/2/2:Put a hyphen after "medium".
191/2/3/2:Put a hyphen after "silver".
191/2/10/7:Put a hyphen after "360".
192/2/8/3:Put a hyphen after "Isho".
192/2/8/7:Put a hyphen after "bleeding".
193/1/11/1:Put a hyphen after "once".
193/1/11/5:Change "through Hieridoth" to "Heridoth".
193/1/11/6:Change the comma to a period.
193/2/1/4:Put a hyphen after "well".

193/2/7/6:Change "in habit" to "inhabit".
194/1/3/3:Delete the hyphens.
194/1/5/5:Change "crystals" to "crystal".
194/1/8/1:Delete "and more".
194/1/10/9:Put a hyphen after "never".
194/1/12/2:Put a hyphen after "black".
194/1/12/5:Put a hyphen after "medium".
194/2/3/5:Change "is" to "is the".
194/2/7/1:Change "River's" to "River".
195/1/6/8:Change "proxy" to "a proxy".
195/1/8/2:Delete the hyphen after "South".
195/2/6/11:Put a hyphen after "knee"; change "Corastin" to "corastin".
195/2/6/12:Change the comma to a semicolon.
195/2/8/1:Change "Ess'ejee" to "Essejee".
195/2/8/6:Put a period after "centuries".
195/2/8/7:Put a hyphen after "sought".
196/1/4/5:Change "squirrels" to "squirrel".
196/1/4/10:Remove the hyphen after "South".
196/1/4/14:Change "of" to "for".
196/2/8/5:Change "up river" to "upriver" or "up the river".
197/1/4/1:Change "Delmare" to "Delmre".
197/1/1/6:Delete the second comma.
197/1/5/1:Change "Byrnk" to "brynk".
197/1/11/1:Change "Borders" to "borders"; insert a comma after "town".
197/2/1/1:Delete "of"; change "display" to "displays".
197/2/4/3:Put a hyphen after "dysha".
198/1/4/1:Delete the space after the "(".
198/1/4/2:Delete the first "is".
198/1/4/4:Change "humans" to "human".
198/1/4/8:Change "polcy" to "policy".
198/1/4/9:Change "it's" to "its".
198/1/5/8:Put a hyphen after "most".
198/1/8/6:Put a hyphen after "better".
198/2/2/2:Change "sun up to sun down" to "sunup to sundown"; put a hyphen after "good".
198/2/4/2:Delete "at the"; change "or" to "and".
198/2/9/10:Put a hyphen after "lower".
199/1/4/7:Put a hyphen after "well".
199/1/5/1:as above.
199/1/10/8:Change "legal" to "legally".
200/1/1/3:Change "which" to "them".
200/1/1/8:Put a hyphen after "middle".
200/1/3/7:What is "this time"? Do you mean, "have recently opened"?
200/1/5/5:Put hyphens after "three" and "two".
200/1/7/1:Change "have" to "has".

200/1/7/8-9: If I have interpreted this passage correctly, it should read, "open into the Stocks: one at the north end (the most common path for foot traffic into and out of the Stocks), and one at Thombo Street, at the canal."

200/1/9/1: Change "levy" to "levee".

200/1/9/4: as 200/1/9/1.

200/1/9/5: Change "eight foot" to "eight-foot".

200/1/9/8: as 200/1/9/1.

200/2/1/8: Put a hyphen after "run".

200/2/2/1: Change "their" to "there".

200/2/6/1: Change "Kimit" to "Kimmit"; you might also change "Small" to "District", "Precinct", "Neighborhood", or whatever.

201/1/2/1: as 200/2/6/1.

201/1/6/12: Change the comma to a semicolon.

201/1/8/3: Change "40's" to "'40s" and "50's" to "'50s".

201/1/8/6: Change "orbs or bolts" to "dyshas", unless physical effect dyshas are legal.

201/1/8/11: Change "injester" to "ingestor" and "Sense" to "sense".

201/1/10/3: Put a hyphen after "good".

201/2/1/4: Change "groups"" to "group's".

201/2/1/6: Delete the first "each".

201/2/2/7: Change "its's" to "its".

201/2/4/6: Put a hyphen after "moderate".

201/2/5/1: Change "Leather" to "leather". Also, re-justify the line.

201/2/5/2: Change "thalierian" to "thailierian".

201/2/8/1: Change "thailarian" to "thailierian".

201/2/8/3: Put a hyphen after "high".

202/1/8/1: Delete "your".

202/1/8/3: Put a hyphen after "boring".

202/1/10/3: Change "which" to "which to".

202/2/2/1: Change "meritous" to "meritorious".

202/2/2/3: Delete the first "the". Also, you mention that Miedrinth has a Hall of Drenn that displays challisks (197/1-2/13-1/9-1); is this just a museum, or does it have the properties of the Ardothian Hall of Drenn? If it does, please elaborate. Are there yet more Halls of Drenn in Burdoth? How do they rate in Drenn Points?

202/2/4/7: Put a hyphen after "two".

202/2/4/8: Put a hyphen after "three".

202/2/6/2: Change ". The" to ", the".

202/2/7/3: Change "have" to "has".

202/2/7/6: Again, how does this apply to Miedrinth?

203/1/2/4: as 200/2/6/1.

203/1/2/6: as 200/2/6/1.

203/1/9/5: You might bring this up in the crugar culture and institutions section (139/2/4 et seq.); it might be philosophically important.

203/1/9/6: Change the first "of" to "off".

203/1/9/8: Again, didn't she used to be "Maytrish"?

203/1/10/2: Change "forefather's" to "forefathers".

203/2/3/6: Put a hyphen after "coming".

203/2/3/10:Change "office" to "offices".

203/2/6/2:"the" Khodre? This is an unfamiliar usage of the term, though not necessarily an incorrect one.

203/2/6/7:Change "whom" to "who".

203/2/6/11:Change "for what reason is it" to "why it is".

204/1/1/3:Change "Eeslshon" to "Eelshon".

204/1/4/8:Put a hyphen after "yet", and a comma after "later".

204/1/4/13:Put a hyphen after "400".

204/1/5/1:Change "proportion" to "proportions".

204/1/6/2:"colonise" is British; use "colonize" to maintain consistency usage

204/1/6/4:Change "Lamoriii" to "Lamorri" or "lamorri".

204/1/6/9:Change "Ma" to "Mah".

204/2/2/1:Put a colon or a dash or a comma after "She-evid".

204/2/3/6:Change ". Seven" to ", seven" or "--seven".

204/2/T/12-13:Are these numbers right?

204/2/T/4:There is no "bone" armor in the combat charts, and I doubt you'd want to give a plus to penetration. Perhaps "Carapace-4"?

204/2/4/4:Change "effect" to "affect".

204/2/4/5:Change "dismember" to "disable".

205/1/3/1:Put a hyphen after "Mini".

205/1/5/1: as 205/1/3/1.

205/1/6/2:Change "acclamate" to "acclimate".

205/1/9/2:Change "It's" to "Its".

205/1/10/9:Change "t-intersects" to "T-intersects".

205/1/11/8: as 205/1/9/2.

205/1/11/9:Change the first comma to a semicolon.

205/2/2/11:Put a hyphen after "Tan".

205/2/3/2:Change "in" to "is".

205/2/3/7:Put a hyphen after "off".

205/2/3/10: If it is the Dharsage who is planting spies in this clause, then change "they go to great lengths to plant their own" to "he goes to great lengths to plant his own"; if it is the delegates, then change it to "they go to great lengths to plant them" or "each goes to great lengths to plant his own". If it's both, then use the last revision.

205/2/5/6:Change "hijynx" to "hijinks".

205/2/7/2:Change ". Thus" to ", thus".

205/2/7/6:Change the semicolon to a comma.

205/2/9/4:Put a comma after "kim".

205/2/9/8:Put a hyphen after "otherwise".

206/1/:The word "little" appears with hypnotic frequency in the first half of this column. Synonyms include: cozy, cramped, diminutive, undersized, minuscule, dwarfed, miniature, Lilliputian, minor, foreshortened, [notably small thing]-sized, dainty, compact, puny, paltry, narrow, abbreviated, squeezed, and, of course, small.

206/1/2/1:Change "Shops" to "Cleps".

206/1/3/1:Consider changing "shops" to "cleps".

206/1/4/1:Consider changing "shop" to "clep", dispensing with "small", and using a synonym for "little".

206/1/4/3:Change "dinghy" to "dingy".
206/1/5/1:Consider changing "shop" to "clep".
206/1/6/1:as above.
206/1/7/1:as above.
206/1/7/3:Put a hyphen after "walk".
206/1/9/4:Change "recognizes" to "recognize".
206/1/10/5:In ""Thombo", the font you use causes the apostrophe to blend almost invisibly into the "T". Many fonts support the alternate apostrophe, ASCII 96, which you could use, or you could insert a small space to separate the characters.
206/1/11/1: as above.
206/1/11/4:Change "at" to "at the"; also, the aforementioned apostrophe fix.
206/1/12/3:Change "gossip say" to "gossips say" or "gossip says".
206/2/3/5:Change "helped" to "he helped".
206/2/3/6:Put a hyphen after "well".
206/2/7/12:Change "had" to "has had".
206/2/T1/1:Change the second "+0" to "+1", because of Strength.
206/2/T2/4:Perhaps her Social should be higher?
206/2/8/1:Change "Fasttalk" to "Fast Talk".
207/1/2/14:Change "been" to "be".
207/1/4/5: as 206/2/8/1.
207/1/6/2:Are you sure that this should be "Dharwinn" and not "DharWin"?
207/2/2/1:Change "Ettiquette" to "Etiquette".
207/2/2/4:Change "Familiarin" to "Familiar in".
207/2/5/2:Change "Pools"" to "Pools".
207/2/6/1: as 206/2/8/1.
207/2/T1-T2/1:Both of these should have their Injury Mods increased by one due to Strength.
208/1/2/14:Change "he will befriend them" to "they will befriend him".
208/1/3/22:Change "lead" to "led".
208/1/4/3:Change "Goonoono" to "Goonono".
208/1/4/7: as above.
208/2/4/4:Put a hyphen after "two".
208/2/8/5:Change "What" to "Was".
208/2/8/9:Change "it's" to "its".
209/1/1/12:Change "awake" to "awaken".
209/1/4/5: as 208/2/8/9.
209/1/6/7:Put a hyphen after "empty".
209/1/7/6:Change "non-descript" to "nondescript".
209/2/4/3:"rusper" should probably be "cankle".
209/2/4/6:Change "a hold of" to "ahold of" or "a hold on".
210/1/1/6>Delete "out".
210/1/1/7:Change "players" to "player's" or "player-".
210/1/4/1:Change "Biotec" to "Bio-tec".
Page 211:
[arrigish limilate]:Change "Needed by ramian" to "Used by Earth-descended life-forms" or whatever else you feel appropriate.

[blosch]: "blaugh" is an extremely ambiguous pronunciation guide; do you mean "augh" as in "laughter", as in "daughter", or as in something else? If I have interpreted you correctly, you might try "blah-sh", or perhaps "b-law-sh".

[bochigon]: Put a hyphen after "self".

[bronth]: See [blosch]. Try "b-law-nth".

[caji entropy]: I resemble this remark. Include a page reference (p. 98).

[caji]: This entry should precede [caji entropy]. Pronunciation should be changed to read "CAW-jee".

[Cerridus, Sea of]: Tell where it is, also (south of Thantier), and include a reference to the map on p. 27.

[challisk]: Include a pronunciation: Is the first syllable pronounced as in "wall", or as in "mallard", or as in something else?

[Chaln Docha]: This is "Chaln Dolcha" in the crugar section (139/1/6/3 et al.) Also, change "lead" to "led".

[Chaln Imagri]: "Imagri" has apparently three syllables; are the first two both stressed, or should "IMAH-gri" be "ih-MAH-gree", or what? Also, 139/2/2/4 et al. over the existence of multiple crugar cities.

[Chen-ichi]: By 139/2/7, Chen-ichi is the crugar religion, and its leaders are warriors called Tauch-kie. There may also be priests called Chen-ichi, but this is not clear.

[Cie]: Change all occurrences of "Cie" to "Ci".

[coditch]: Does the first syllable rhyme with "code", or with "cod"?

[condrij]: Perhaps "professional fighters" or "mercenaries".

[corondon]: How is this pronounced? Also, mention thailierian armor.

[Cosahmi]: Change "Western" to "western".

[crethin]: Change "leech" to "macerate".

[crondij]: Delete this line.

[Cryshell]: Cannot others enter under certain circumstances?

[dharsage]: Change "rulers" to "ruler".

[diyorda]: Change "ORDA" to "ORD-a" (I think).

[Doben-al]: How is this pronounced? Does the first syllable rhyme with "dough" or with "rob"?

[Docha, Chaln]: Change this to "Dolcha, Chaln", as per [Chaln Dolcha].

[Drail]: Pronounced as "dry-l", "dray-l", or as something else?

[Drenn]: This entry should precede [Drenn Wall].

[Enervor]: Change this to "Enervore"; add "also, "enervor"", to retain consistency with previous usages.

[Entren]: Change "derivative of" to "derived from".

[eris]: Change to "Eris".

Page 212:

[giddyne]: Capitalize "crown".

[giggit]: Put a hyphen after "insect"; change "several" to "three".

[Gilthaw]: "Early"?

[gissyne]: Is the *word* vulgar, or does the word *mean* "vulgar"?

[Gobey]: Pronunciation?

[jampers]: *corondon* skin? Are you sure?

[Keshtia]: Change to "Keshtia".

[kimit]: Change to "kimmit".

[mullin]:Capitalize this.

[pibber]:Change "pets" to "a pet".

[Shaharras]:Change to "Sharharras"; change "north west" to "northwest".

[shambo]:change "woffen" to "thivin".

[shast]:Are not illidge-keepers and inclep-keepers also called shasts? (61/2/6/1-2)

[tarro]:Put a hyphen after "many"; change "pets" to "a pet".

[Tauch-kie]: "Any" crugar leader? (139/2/7/5).

[Temauntro]:Put a hyphen after "crugar"; change "west" to "south and west".

[thisting]:Change "this" to "do this".

[thivin]:What? Please reconcile this with 145/2/10/1, et al.

[wasto]: Change "aka" to "a/k/a"; also, what *is* it?

Character Sheet:

Under Modifiers, what is the "Aim Bonus"? I cannot recall it from the character generation section.

Under Common Skills, change "Forraging" to "Foraging".

Under Interaction Skills, change "maddness" to "madness".

Under Dyshas, you might wish to put in subcaptions for the moons, or alpha- betize the list, to make it easier to navigate.

Under Focuses: Change "Attaintment" to "Attainment".

216/Legend:Change "Boarders" to "Borders".

Back Cover:

/1/3/3:Change "cast" to "carved" or whatever.

/1/4/5:Change "The" to "the".

/1/5/5:Change "indepth" to "in depth".

/2/8/4:Put a hyphen after "mini".

General notes:

Throughout the book, the expressions, "range combat", "range attack", "range weapon" have been used when what apparently is meant is "ranged". Since both are colloquial expressions, either is technically permissible, but I warn you that a lot of wargamers are going to wince when they see "range". I point this out because I have seen both versions of the term used in the book. Also, the term "cross bow" is incorrect; use "crossbow".

Your capitalization of the names of skills is inconsistent. It's probably a good idea to capitalize the first letter in each word of a skill, to keep the skill name from being confused with the body of the text, and to make references clear.

You frequently use the expression "orbs and bolts" as if it were a synonym for "dyshas", when 89/2/9 makes it clear that this is not necessarily the case. There is no problem with this, of course, in ordinary discussion, but it can be misleading in a technical section, such as 201/1/8/6.

The sample characters in the Occupational Classes section are most definitely not created equal. This would not be so much of a problem if players were not encouraged to adopt the statistics of these characters as their own; the net effect is that many occupations, such as Ex- Militia, will be neglected in favor of others, such as Gloundan Shadow Warrior, just because Sorn Bedarkis is such a feeb compared to Mintak the Quiet (sum of characteristics: 136 vs. 163). The sample characters should probably be redesigned with the point system, with perhaps a bit of weighting here and there.

Many of the Iscin skills seem rather dominating, especially in those cases where their mere possession ensures encyclopedaic sagacity at some practical knowledge skill. Is this not rather much to expect of book-learning? Is a cloistered botany student genuinely a better limilate-gatherer than a little old man who's wandered the Sobayid for most of his life? As it is, any player who has a character conception involving knowledge covered in any way by these skills will give his character a university background (with his extra skill points) and an effortless mastery of the subsidiary subject as a starting character--or else be condemned to mediocrity, a hard choice to make for one's alter ego. I strongly suggest that you limit the application of these skills. If a player has a college- student concept, let it be so--but don't let him graduate with skills equal to those of his teachers.

I hesitate to critique the more intricate sections of this well-designed, tight-fitting game, simply because I have not examined in the necessary detail the give-and-take, the counterbalancing, the checks and balances that were designed into the game in the decade-long course of its evolution. I feel I ought to point out, however, that the Focus/ Attainment point system makes the Learn characteristic, already important, perhaps disproportionately crucial. It's going to be hard for fighters to improve all of the skills they need, unless they had really hot dice at character creation time. Consider lessening the impact of the Learn characteristic by such means as changing the number of Focuses to, e.g., $5 + (\text{Learn} / 5)$, reducing the number of Attainment Points given in Focused skills, recommending more Miscellaneous Attainment Points, etc.

In the character generation process, it becomes apparent that Education is far and away the most important characteristic. Deficiencies in Strength and Agility can be made up in many cases by increasing the ranks of the combat skills, and of course nothing else will do for most other skills, particularly the Extra skills. The Extra skills in particular can be unbalancing, as many of the extra levels will be spent in conjunction with 53/2/12/2-5 and 72/2/13/5-8 to raise Practical Knowledge skills to 18 or 20 with the expenditure of but a single level. When you add in the fact that a high Education rank also gives you many ranks in Practical Knowledge skills directly, plus common skills, plus a much-expanded choice of occupations, plus a greater number of extra skill levels besides, the notion surfaces that characters who don't roll very well, or whose conception dictates that they put their high rolls elsewhere, are getting shortchanged. Not all No-Lose Players are tanks; some are knowledge/ social types who walk the world confident of their indispensability to the fighter-types up front, who must keep them alive or else lose their medic/ merchant/ whatever, so that the fighters eventually become flunkies, appendages. Give the non-intellectuals a break; they too can be flavorful, worthy, complex characters. Remember, they are not only going to start out behind, they're going to be advancing more slowly, under the current system.

In the combat section, 109/2/14 et seq. do not make clear whether these effects are in addition to actual damage, or whether they only apply if no damage is taken. If the latter, then note that many of these effects, particularly those of the quasi-minor wounds, can be quite a bit worse than the effects indicated for an actual injury.

Ranged combat is somewhat disorganized. By 110/2/16, the numbers on p. 115 (not 114) are penalties, to be subtracted from the skill rank before rolling. The location modifiers in the Creatures section, however, are plainly already negative modifiers, to be added to the skill. To yet increase the confusion, the croid's sah modifiers (137/2/3/2) are meant to be subtracted. This should be straightened out. Also, the intelligent and non-humanoid races (cleash, thriddle, et al.) do not receive a location modifiers chart. It would be useful if they did.

For the sample individuals in the Intelligent Races section, you should be aware that the "best 3 out of 4d6" system produces a probability pattern with a median result of 12.90 and a mode (the most frequent-ly appearing number) of 13. (Detailed analysis is available upon request). Your samples would seem to indicate an average roll of 11. The difference is frequently significant (the average bronth has an Injury Mod one higher than your sample, due to a Strength mode of 17 vs. 15), and should be taken into account.

In the glossary, you should give pronunciations for many more of the words than you do, especially the ones not native to Entren, Chaun-tse in particular. We know that the "ch" sound (or a sound like enough to it for crugar to confuse the two) exists in Chaun-tse alongside the "sh", and the warnings you have given make a player eager to not confuse the two.

In the Bio-tec subsection of the Sholari section, the new recos are colorful and interesting. Why not include more of the old ones from the now-out-of-print and unavailable Earth-tec book, for the delight and amazement of Sholari and player alike?

Many of the page numbers, especially in the first half of the book, ended up getting cropped. You might go through and see what can be done about it.

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